Club Nintendo®

Volume 3 - 1991 Issue 3

GAUNTLET II

Four Player Four Page Feature!

RAD GRAVITY

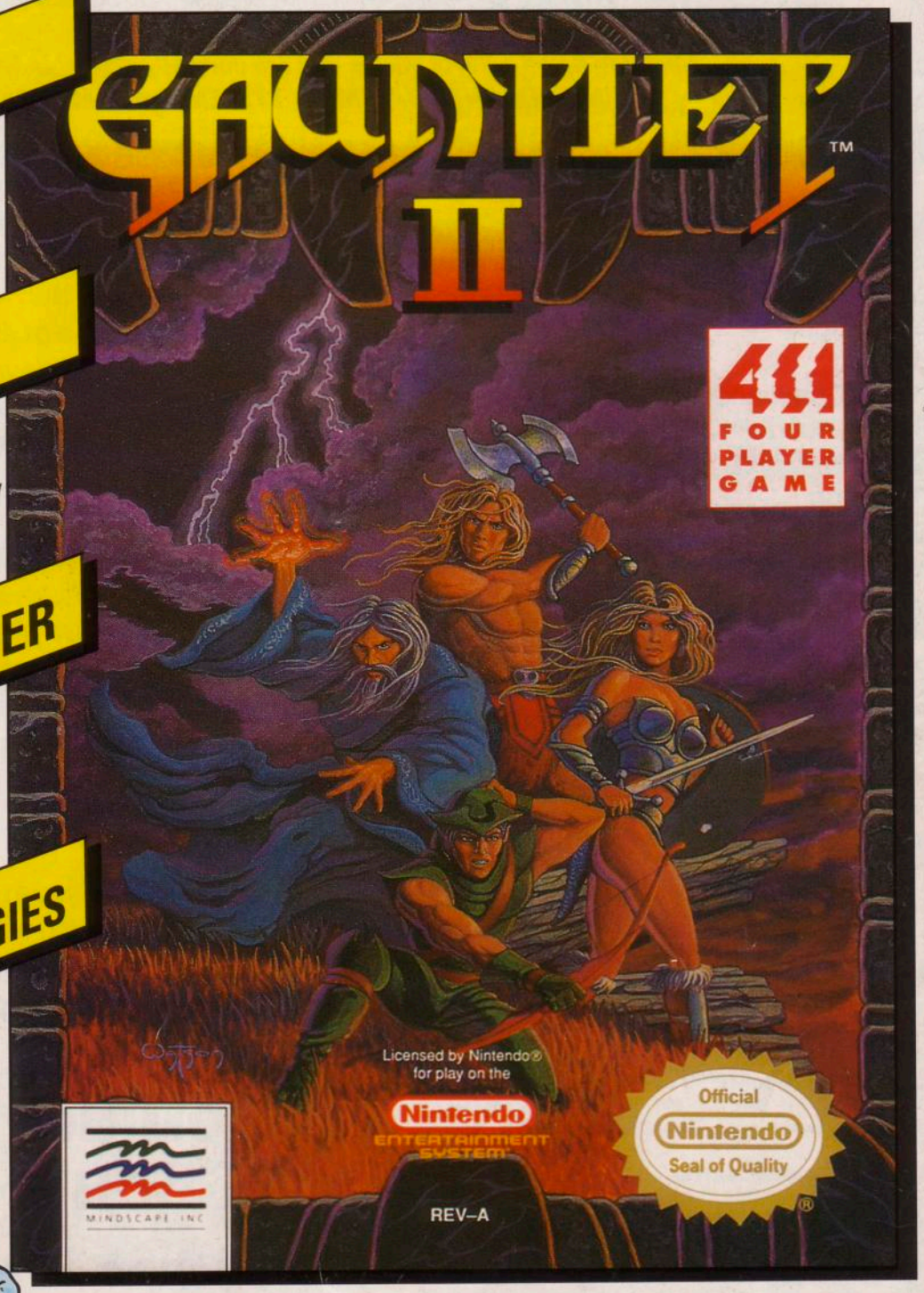
He's rad, bad and completely mad!

DAYS OF THUNDER

Rip-roaring racing action!

WINNING STRATEGIES

Exclusive tips from Scrooge McDuck!



All of the awesome new Game Boy games!

Club Nintendo®

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Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM and GAME BOY

Action Series

- ❑ The Adventures of Bayou Billy
- ❑ Air Wolf
- ❑ **Bad Dudes**
- ❑ Batman
- ❑ Bionic Commando™
- ❑ Bubble Bobble™
- ❑ **Burai Fighter**
- ❑ **Dr. Mario**
- ❑ **Gremlins 2**
- ❑ Kung Fu™
- ❑ Mega Man 2™
- ❑ Pinbot™
- ❑ Probotector
- ❑ Silent Service
- ❑ Skate or Die
- ❑ Snake Rattle N' Roll
- ❑ Solar Jetman
- ❑ Stealth ATF
- ❑ Teenage Mutant Hero Turtles
- ❑ Tetris
- ❑ Wizards & Warriors
- ❑ Wrath of the Black Manta

Light Gun Series

- ❑ Duck Hunt™
- ❑ Gumshoe
- ❑ Hogan's Alley™
- ❑ To the Earth™
- ❑ Wild Gunman™

Sport Series

- ❑ Blades of Steel™
- ❑ **Days of Thunder**
- ❑ Double Dribble™
- ❑ Golf
- ❑ **Nintendo World Cup**
- ❑ Punch-Out!!™
- ❑ Rad Racer™
- ❑ R.C. Pro Am™
- ❑ Super Off Road
- ❑ Tennis
- ❑ Track & Field II
- ❑ World Championship Wrestling™

Adventure Series

- ❑ Duck Tales™
- ❑ Faxanadu™
- ❑ Goonies II™
- ❑ Legend of Zelda™
- ❑ Mega Man™
- ❑ Mega Man 2™
- ❑ Metal Gear™
- ❑ Metroid™
- ❑ **Rad Gravity**
- ❑ **Rescue**
- ❑ Simon's Quest
- ❑ Super Mario Bros. ™
- ❑ Super Mario Bros. 2™
- ❑ Zelda II - The Adventure of Link

Arcade Series

- ❑ Castlevania™
- ❑ Double Dragon
- ❑ Double Dragon II
- ❑ Donkey Kong Classics™
- ❑ **Gauntlet II**
- ❑ Ikari Warriors™
- ❑ **IronSword**
- ❑ Life Force
- ❑ Paperboy™
- ❑ Popeye™
- ❑ Robocop™
- ❑ Rush 'N Attack™

Programmable Series

- ❑ Excitebike™

Coming Soon

Captain Skyhawk
Jack Nicklaus - Championship Golf
Shadowgate
Solstice
Super Spike V'Ball
Turbo Racing

Game Boy

Game Pak

- ❑ Alleyway™
- ❑ Balloon Kids™
- ❑ **Burai Fighter Deluxe**
- ❑ **Double Dragon**
- ❑ **Dr. Mario**
- ❑ **Gargoyles Quest**
- ❑ Golf
- ❑ Kwirk™
- ❑ **Nintendo World Cup**
- ❑ Pinball Revenge of the Gator
- ❑ Qix™
- ❑ Solar Striker™
- ❑ Super Mario Land™
- ❑ Tennis™
- ❑ **The Amazing Spiderman**
- ❑ **The Chessmaster**

Coming Soon

Bugs Bunny
Radar Mission
Side Pocket
Teenage Mutant Hero Turtles

Check it out

Super Mario Says

When it comes to entertainment, you'll have a tough, if not impossible job beating Nintendo. Not only do we offer you the best Game Paks that money can buy, we also give you the most informative and exciting console magazine around. We have even been working on new page designs to go with the content - let us know what you think!

What really counts, of course, are the games that we actually write about, and there are very few that are better than the ones in this issue! The variety of our new Game Paks is also second to none, while the quality is unbeatable - we've even had to give **"Gauntlet II"** four pages to cover all of the amazing features. The game is even better with four players, unless one of them is as greedy as Luigi - he doesn't worry about anyone else, he just heads straight for the food!

"Duck Tales" fans are in for a real treat in this issue, as we feature the game's secret points in the Tips and Tricks pages. Additionally, we have a Tips special, featuring the correct list of **"Track and Field II"** codes - unfortunately, a gremlin invaded the printing of the Club Nintendo Classic magazine, and changed all of the codes! The ones in this issue replace the codes in the Classic.

As usual, all of the other regulars are featured - check out the Sneak Peeks for news of some great new titles about to hit our shores, while you may find the answer to that nagging problem in Tips from the Pros. There's also all of the reviews, of course, including **"The Adventures of Rad Gravity"**, **"Burai Fighter"**, and my great new game, **"Dr. Mario"**. Finally, the Game Boy™ features over three pages, with the best in portable video gaming!

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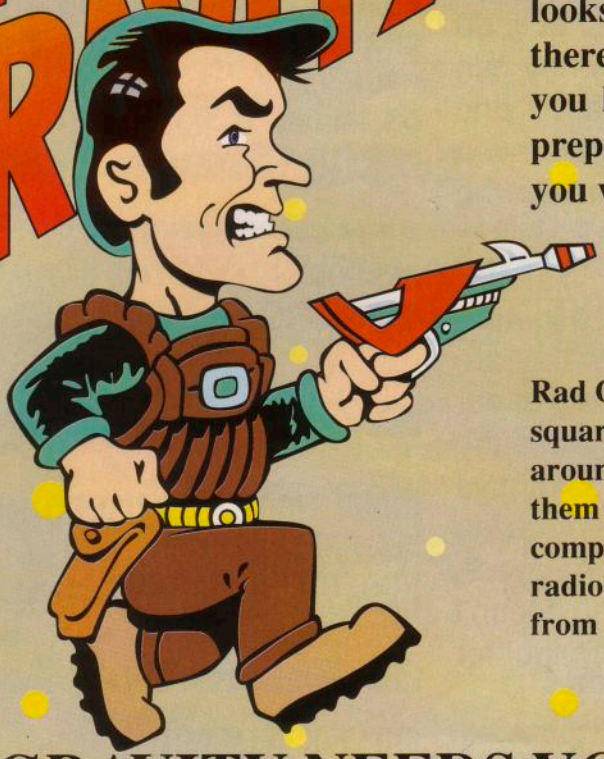
The Adventures of

RAD GRAVITY



IT'S RADICAL!

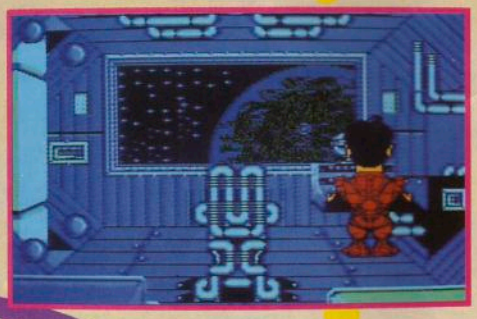
Hi - I'm Rad Gravity, daring bounty hunter and scourge of all aliens! Thing is, I'm now in a spot of bother. I've taken on this quest that looks like it could be a bit tough. After all, there's just little old me and a computer! Will you help? You will! Great - you had better prepare yourself for the wackiest adventure you will ever experience then!

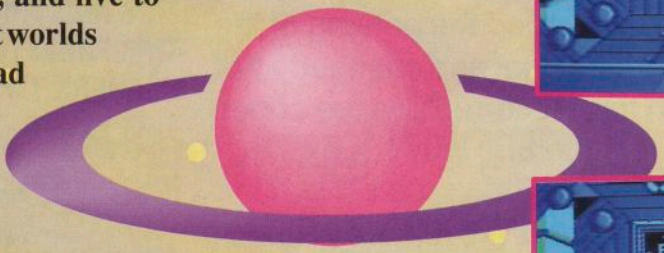
RAD'S ORIGIN

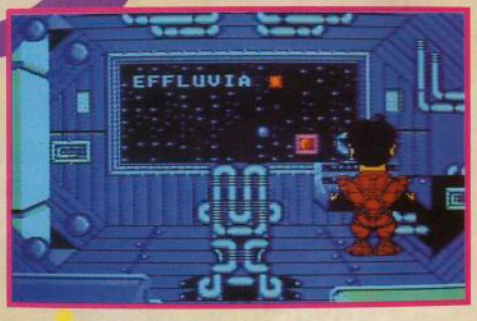
Rad Gravity isn't like your normal hero, despite his square jaw and weapon handling. This guy flies around space, looking for nasty aliens, and then puts them to task - for a price of course. His trusty companion, his spaceship computer, keeps a check on radio SOS messages and also helps Rad transport from planet to planet.

RAD GRAVITY NEEDS YOU!

Are you prepared to join Rad on his mission? Have you got what it takes to travel to the furthest reaches of space, hold your own against onslaughts of aliens, and live to tell the tale? There are ten different worlds that Rad needs to visit - you had better have the guts to go with him, otherwise you'll both end up on the losing side!

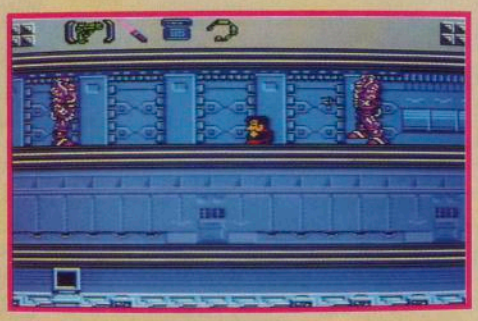




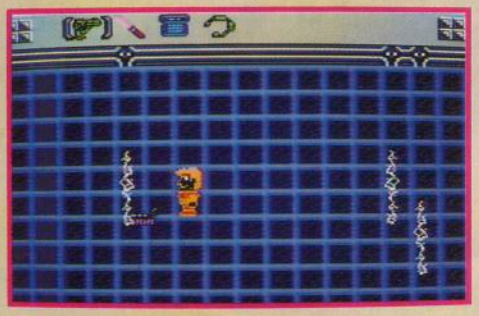


VISITING THE PLANETS

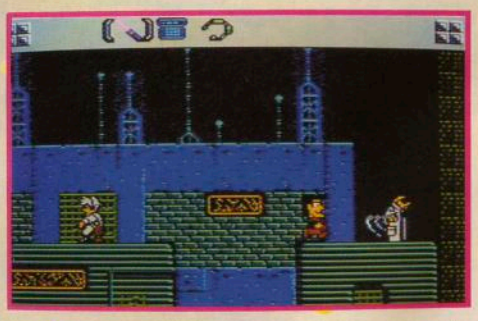
To complete the mission, Rad needs to collect items and clues, which lead to different planets. Once he's down on a planet, he can always go back by using his Communicator, although he should only do this if his energy is dramatically low or he reaches a dead-end.



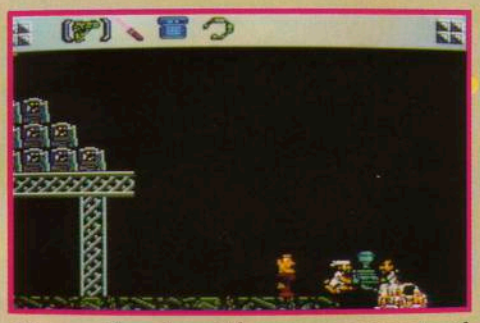
Make the robots shoot themselves!



Watch out for the mad scientists.



Enter the mainframe and shoot the data.

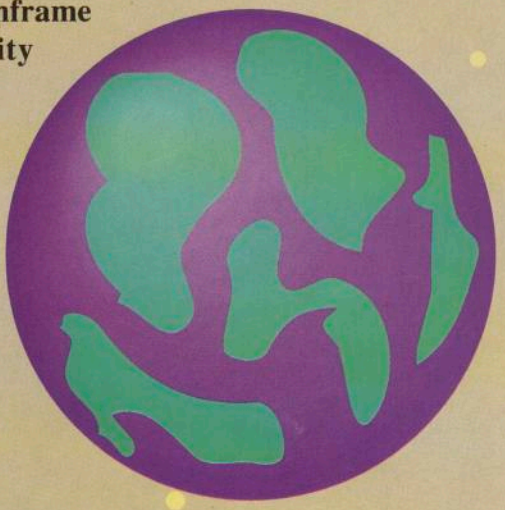


Come back with my computer!

PLANET: CYBERIA, CO-ORDINATES: 92121

MISSION: FIND OTHER CO-ORDINATES

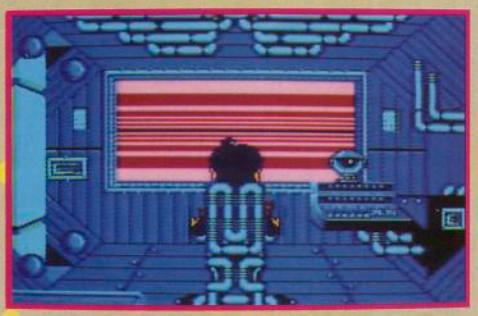
Your first task is to visit Cyberia and steal the co-ordinates from it's computers to enable you to reach other planets. First, though, you will have to find a way into the mainframe computer to disable the security system.



You will also face your first set of aliens here, namely mad scientists with moon-walking assistants, giant robots and hovering gun turrets. Use your laser sword to destroy them at first, but keep a look out for the gun and extra energy bars which will increase his attacking and defensive power.

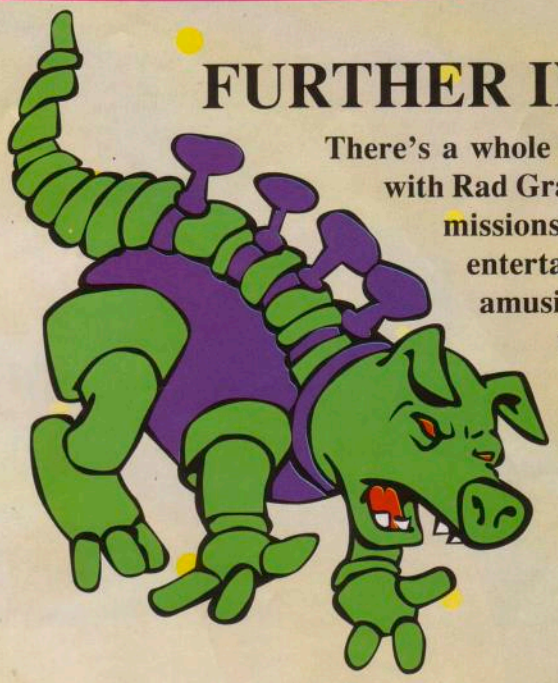
'RAD THEY HAVE TAKEN ME AWAY!'

While you were looking for co-ordinates, some of the scientists went and nicked your computer, and aim to turn him into an evil robot! You must find him and switch off the converter machine before it's too late! You'll need to break through old data systems to get to the mad scientists' hideout, but watch out for the clinging aliens that try to drag you into the boiling lava!



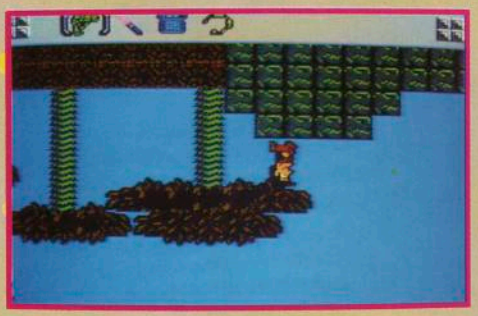
THE STARGATE

This is a secret portal that takes you all the way to the other side of the solar system! Learn it's whereabouts on planet Cyberia.



FURTHER INTO SPACE

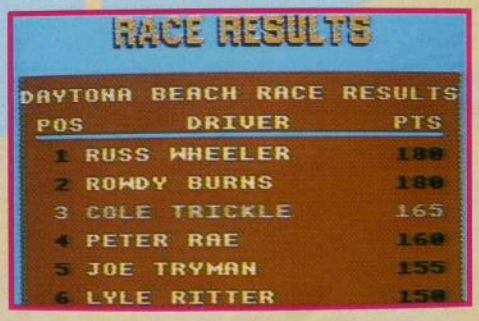
There's a whole lot of adventuring going on with Rad Gravity. Plenty of sub-plots and missions keep the game fresh and entertaining, while the amount of amusing aliens and 'touches' add to the very strong appeal. Well worth a look - it's a very exciting and amusing Game Pak!



DAYS OF Thunder

You're Cole Trickle...

...a rookie stock car driver, untested on the most challenging US tracks. Now's the time to take on the likes of Daytona, Atlanta, Michigan and the rest, and attempt to lift the Series Cup. The competition's strong, and your sponsors are constantly watching your every move - even second place isn't good enough. It's time to buckle up, kid - you made the promise, and now it's time to deliver the goods.



The Series Cup

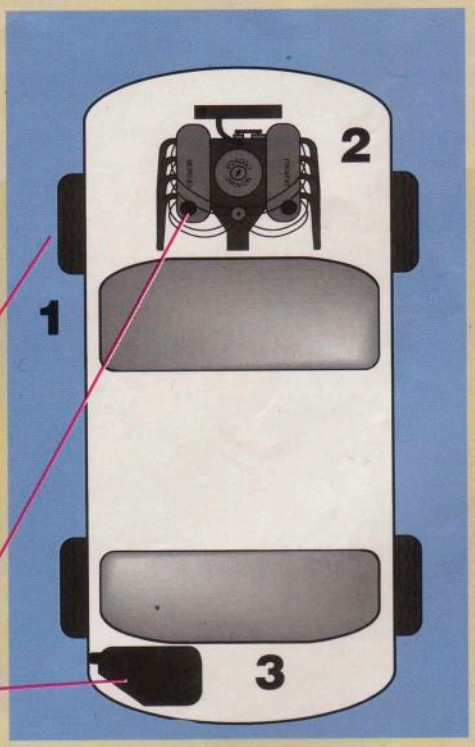
The Series Cup takes place across eight different tracks, each one challenging your driving skills to the extreme. You'll also be contending with your arch-rivals, Rowdy Burns and Russ Wheeler, along with thirteen other racers, all looking for that number one spot. They are experienced and enduring drivers, both aggressive and smart enough to out race a fresh-faced rookie.

At the end of each race you'll be granted points depending on your finishing position. Bonus points will be awarded to the drivers who manage to get into first position at least once, and also to the one who lasts out in front for the longest time.

Your Stock Car

This baby is every teenager's dream. Built to take the roughest treatment, it's a real winner's car, but don't deal out too much punishment otherwise you will be walking home.

Damage Indicators



1 - Tyres - worn tyres give you less grip on the corners.

2 - Engine - bash it about too much and it's performance, including top speed will decrease.

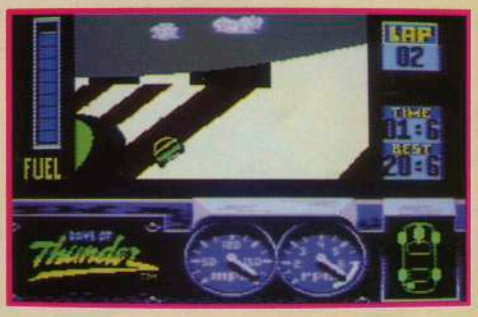
3 - Petrol Tank - Too many crashes will result in a pretty rapid petrol leak.

Pit Stops

As some of these races see you hurtling around up to 30 laps, there will be times that you will need to visit the pits. Watch your fuel level as well as the damage indicators - even the greatest drivers can't make their cars run on fresh air.

When you're in the pits, it's up to you to manoeuvre each team member into position so they can perform their tasks. Remember that the other cars will be racing while you're fooling around in the pits.

Qualifying



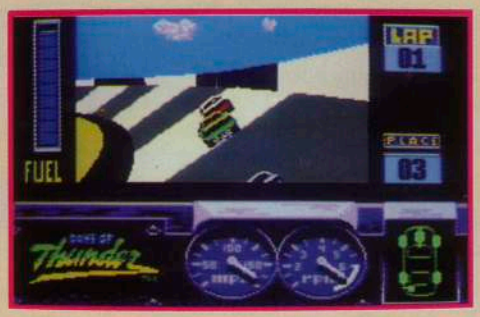
Billed as a no-hoper, you are the last driver to compete for your starting position. This helps you because you will be able to see the fastest lap time, which is what you have to beat to start in pole position. Don't worry about fuel, but do stay away from the sides, as worn tyres will cause you to lose grip around corners.

Start Your Engines!

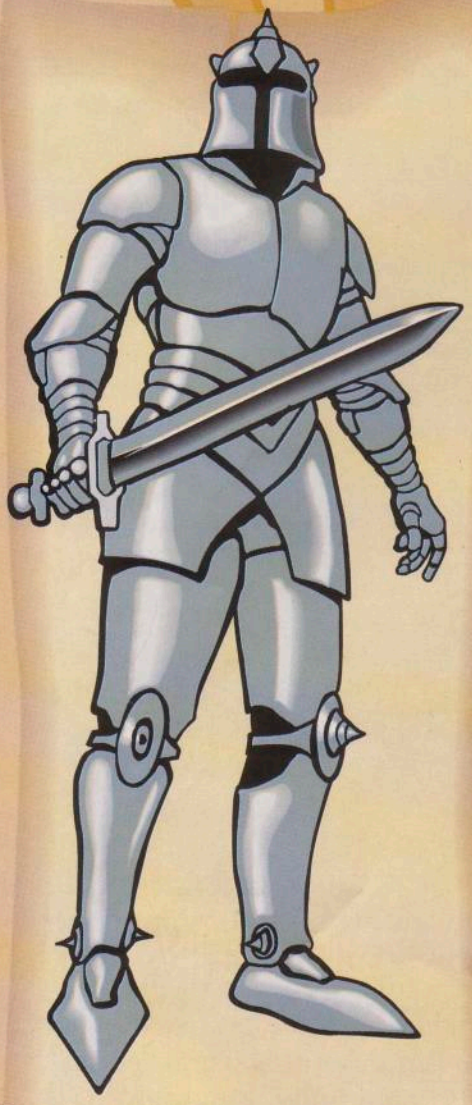
The season starts here! You've just qualified in third position, leaving just two drivers revving their engines in front of you. Suddenly the light turns green, and you're off! You hit the gas and leave the dozen other cars jostling for position behind you...

Moving up just behind Rowdy Burns, you check your speed and wait on the inside. As you hit the corner, you let yourself get dragged outside, and, with a sudden burst of extra speed, you shoot past your opponent. Now you've got the lead, though, you've got to keep it ...

All your practicing comes into play for real now. You follow the pipeline around the first bend, starting off on the inside, and shooting out from the top. Sideslamming your nearest competitor out of the way to move into second place brings in a roar from the crowd, but your sights are on being number one.



IRONSWORD



He's Back!

Your fame as the mighty warrior Kuros has spread far and wide across the land. Each victorious battle is legendary; the very mention of your name prompts praise and admiration. But now there's a new challenge in store - your greatest adversary of all time is back, and, this time, he's bringing the full force of the four elementals down on you. Yes, Malkil's back, and he's not having one of his better days...

Spells of Destruction

A new power in 'Ironsword' is that Kuros can now cast spells. You'll have to find them first, though. Some you can buy, others are in chests, while still others are hidden deep in secret caverns. While all of these spells have a direct effect, some also have side-effects - for example, the 'familiar spell' which draws a certain object to you. Try to discover these additional powers of the spells as it could prove useful when battling the elemental creatures.

FIGHTER FACT FILE

NAME: 'The Mighty' Kuros
RACE: Human Knight
PROFESSION: Warrior
WEAPON: Sword
POWER: Can source spells from ancient scrolls Reputedly finest warrior in the land. (Who are you to argue?)

Battling the Hordes

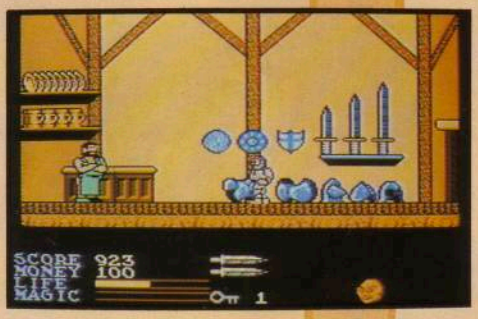
As you wield a mean sword, you would think that you wouldn't need any other weapons to help you by. Not so. Even the little guys are tough, and it's a long way through each level to reach the elemental, so you'll need all of the help that you can get. The best items can be found in chests, but they're locked so you'll have to find the key.

The Land of Sindarin

Malkil's evil plan is to use the elementals to take over the peace loving land of Sindarin - as his main nemesis, it's up to you to stop him. Each section of Sindarin has been invaded by a certain elemental who must be defeated before you can journey on.

You aren't totally on your own, though. There are those who can help, but it will cost, even the advice isn't free. It's best, then, to collect all of the gold coins that defeated monsters may leave behind.

Ye Olde Inn

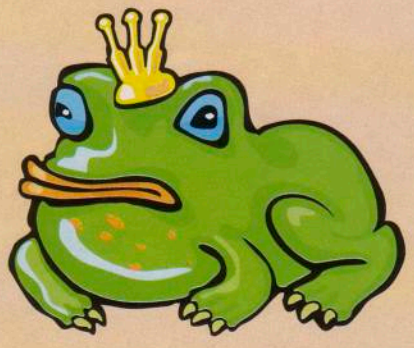


At the inn you will find an innkeeper who is only too pleased to sell you provisions, artifacts or spells. If you are running a little low on cash, you can also try your luck on his gambling game, but be warned - we've heard rumours that it's not quite as fair as it could be...

Animal Kings

The Animal Kings have retreated into secret hideaways since the elementals invaded the lands. They still hold certain information, or, in some cases, they will actually help you, but first you will need to return a certain item to them that they left behind. It's ever-so important to visit these allies since they are sometimes the only way to journey to the next stage.

Elemental Power

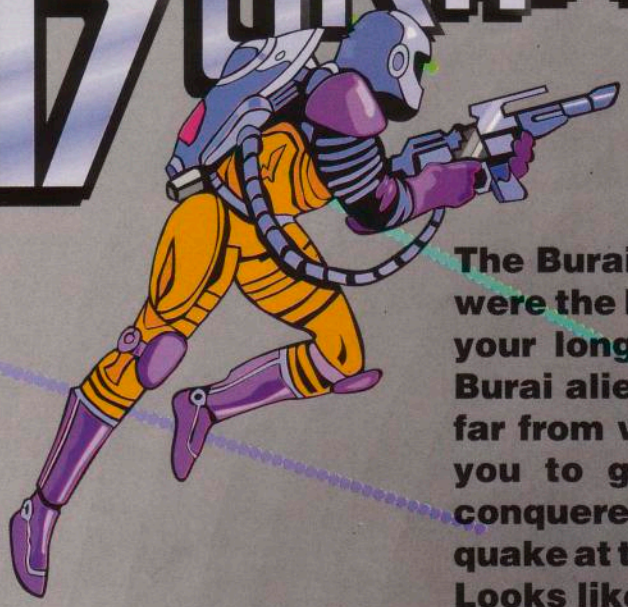


▲ *He's offering a lift if you retrieve that object...*

▼ *...but whatever goose laid this golden egg wasn't thinking about you at the time.*

The four elementals have conquered much of your land, so you will have to go searching through many of the dangerous parts to complete your quest. Find hidden passages, discover secret advantages of your foe's powers and look for openings in the elemental's defence. Remember, there are always ways to win if you look hard enough - it was your brains as well as your brawn that got you this far...

BURAI FIGHTER



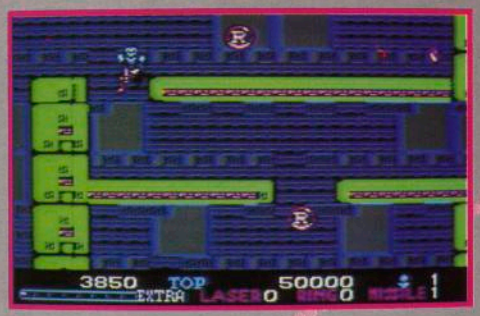
The Burai are coming - you're our last hope! Those were the last words you heard before setting out on your long journey. Your orders are to attack the Burai aliens at the very heart, yet their defence is far from weak, meaning it will take some time for you to get through. After all these guys have conquered half a galaxy, so they're hardly going to quake at the sight of some laser brandishing warrior. Looks like you had better make every shot count...

Shooting Down the Burai

As anti-alien fighters go, they don't come much better than you. Your guns fire in eight different directions, while you are also able to utilise the many different energy pods left behind by certain aliens. Included are weapons such as lasers, ring shooters and missiles, although you are only allowed to operate one at a time. Additionally, if you collect five pods of the same weapon, that particular weapon will increase a power level.

You can also collect a rotating pod which acts as a shield, along with cobalt bombs, which have a great effect on smaller aliens yet do little to one of the bosses.

Battling the Burai

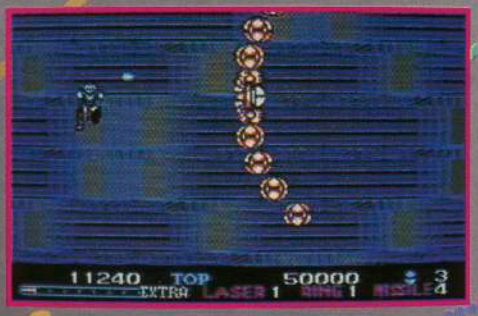


These guys aren't regarded as highly intelligent for nothing. Formation attacks backed up by stationary gun turrets prevent anything but the best breaching the initial defences.

Each level not only presents a formidable end of level guardian, but also a number of traps and other aliens. Some weapon pods have been strategically placed to try to fool you into collecting them - if you aren't quick enough, though, you'll just end up being sandwiched between walls.

STAGE 1

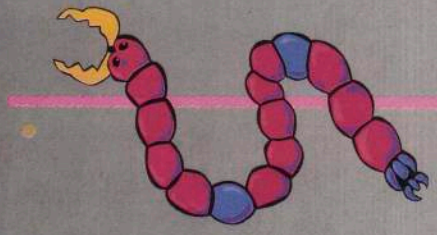
- Destroy Foureyes for extra pods.
- Push up here for bonus items.



- Sneak behind this alien and shoot the nucleus to destroy him.
- Knock out Giganticrab by shooting the eyes with the laser.

STAGE 2

- Beware the revolving arms!
- Only the quickest should go for these pods.



- Going up! Watch out for hidden gun turrets.

- Shoot Jawsipede in the coloured sections to set you on the way to victory.

Further into the Burai Base

There are seven levels in total, most viewed from the side, though there are two which must be tackled from a bird's-eye view. The variety and depths of play, along with the colourful graphics make "Burai Fighter" something quite special - it will prove a real winner with fans of the genre!

Burai Fighter Deluxe

The Burai are coming again, this time in glorious monochrome, yet with the same kind of compulsive action. Another new feature in this Game Boy™ version of the NES favourite is a two player option, used with the Game Link™.

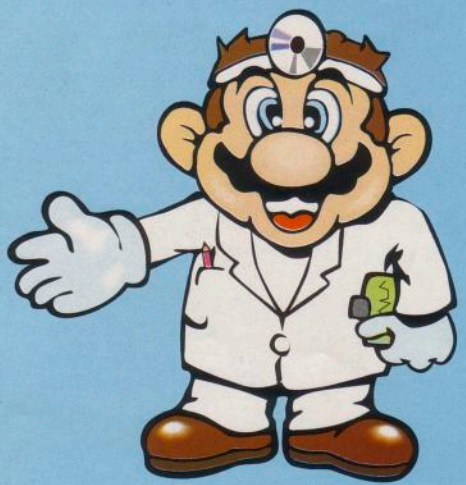
There's just as many levels in "Burai Fighter Deluxe", and the weaponry has also been included. Choose from laser, ring shot, or missiles to fight the aliens with, or use the smart bombs to wipe them from the screen. It will be all down to skill rather than any cheap shots when you take on the guardians at the end of the stage, though. These Burai bosses do have a weakness, but we'll leave that to you to find!

Through the many levels of "Burai Fighter" you will find a wealth of fun and entertainment. There's also the added bonus of secret rooms, while it is also challenging, with each style of alien requiring different attack techniques. All in all, "Burai Fighter Deluxe" is just as special on the Game Boy™ as on its big brother, so check it out!

Dr. Mario

Every Game Boy™ owner has played "Tetris", so now try your hand at "Dr. Mario"!

In a case of man versus germ, you have to help Mario destroy rampaging viruses by bombarding them with vitamins. To destroy a certain virus, you have to line it up with vitamins of the same shade, when there are four or more in a line, the whole lot will disappear.



As in "Tetris", there are a number of different levels, along with three speeds to continuously challenge you. The real secret is learning all of the special techniques - slipping capsules, scoring two or three simultaneous lines and building horizontal blocks are just a few ways to substantially increase your score.

If you were a fan of "Tetris", then you are really going to reel in "Dr. Mario". It really makes time slip away, which will be good news to Game Boy™ owners on the move!

The Chessmaster

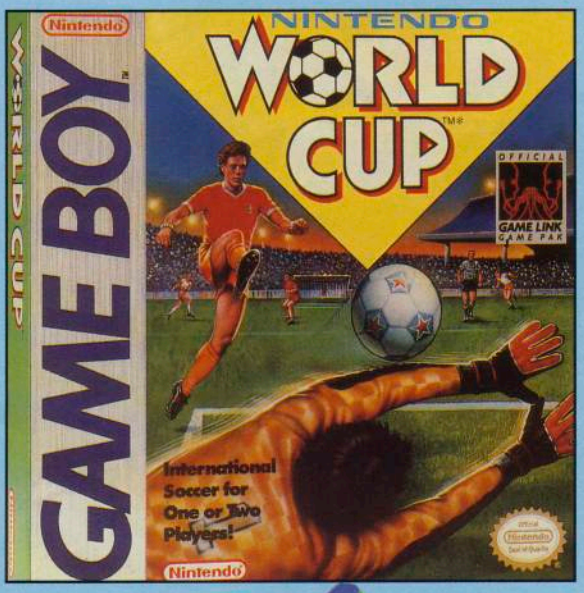
Nintendo
GAME BOY
THE CHESSMASTER
The Ultimate Chess Partner—With 16 Levels of Play to Instruct Beginners and Challenge Grandmasters!
OFFICIAL GAME BOY GAME PAK
HI TECH EXPRESSIONS
LICENSED BY Nintendo

One of the world's oldest and arguably finest strategic board-games has made its arrival onto the Game Boy™ in the stylish Nintendo way. Not only do you get a fantastic simulation, you also get speech and plenty of options to keep the game alive.

You can select a normal game, whereby you see a screen-sized chessboard complete with pieces, or have a 'War-Room' view where co-ordinates and hints are also displayed. Additionally, if you are new to chess, there's a great teaching mode which allows you to see where your selected piece can move.

Sixteen different computer levels can be challenged in a one-player game, while a two-player game simply pits human against human. Other options include takeback/replay moves, save/load game, change sides plus much more, a lot of which you would only expect to find on a sophisticated chess computer. From novice to Grandmaster, and from ages six to sixty, "Chessmaster" will be a real favourite.

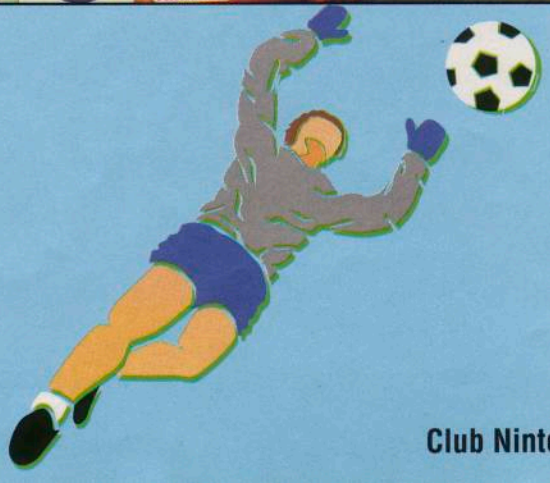
Nintendo World Cup



Take on the the world of soccer in another Game Boy™ version of a NES hit, "Nintendo World Cup". It may be miniature global action but that doesn't mean that the game has suffered at all in the conversion!

Select your national team from the list available, and then captain them through all of the matches to the actual final itself. Use the many different skills to score spectacular goals, but beware of counter-attacks - you'll have to yell the right instructions very quickly if you have been left in the opposing half.

As with the NES version, "Nintendo World Cup" really comes into its own as a two-player game. There's nothing more satisfying than scoring an overhead kick against a friend who favours cynical tackling to fair play!



BUGS BUNNY™

Travel the Crazy Castle of cartoon world, and help mega movie star Bugs overcome his manic enimies! It's cartoon capers at its best in this great new Game Pak for the Game Boy™.

Featuring a host of Loony Tune characters who will try to stop you, including Daffy Duck, Wile E Coyote and Sylvester the Cat, it's up to you to guide Bugs around the spooky rooms crawling up rusty pipes and running down rickety steps. Keep an eye open for the many different items, especially the magic potion - one sip of that and nothing's going to stop you!

TEENAGE MUTANT HERO TURTLES

The fearless foursome are about to hit the Game Boy™ in true Nintendo style! Featuring the four Turtles and their arch-enemies, the Foot Clan, it will have your non-Game Boy™ owning friends going green with envy!!

Five superb Turtle Power-packed levels await any budding heroes, with all of the thrills and spills that you would associate with everybody's favourite mutants. Kick your way through the suburbs of New York, battle past the Foot Fools and Clan Clowns who try to ambush you in the sewers and take over the Technodrome in a totally absorbing Game Pak that will leave you gasping for more!

RADAR MISSION

"Radar Mission" is something of a departure from mainstream Game Boy™ titles. It's based on the classic Battleships game, which has gone through a strange transition phase, from pen and paper to highly sophisticated computers, on its way to the Game Boy™.

There's a lot more skill than first appears as you try and take out your opponent's ships by tapping in co-oridinates. Suffice to say, it's great fun in the two-player mode, although you can also enjoy it solo.

SIDE POCKET

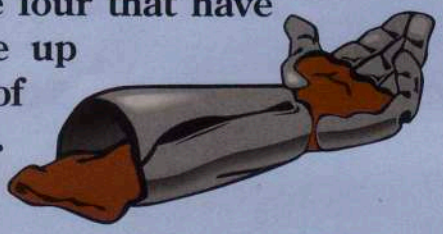
Hustle your way through any number of pool tournaments in this absorbing 9-Ball simulation. Versatile controls and realistic ball spins really make this a winner!

Both one or two-player games can keep you absorbed for hours - just learning some of the rules of 9-Ball can take a while! It's playing all of the trick shots that is really satisfying though, although hitting the balls straight down in order will give you more points than any trick shot will!

GAUNTLET II

WANTED: Four Brave Adventurers

The word is out. It's spread through quiet villages to great cities - everywhere the story is being heard, yet very few believe it. Those that do pause for a second to say a short prayer for the four that have dared to take up the challenge of the Gauntlet...



Throwing Down the Gauntlet

Gauntlet II" is an innovative and amazingly accurate conversion of the coin-op game. It's a great mixture of action, and strategy gaming, and, best of all, up to four players can take part at the same time!

Use the following review as your guide; there's useful information inside which could help you keep your life!

The Four Brave Adventurers

THOR THE WARRIOR
ARMOUR: Tough Skin - Good Defence
SHOT POWER: Very Strong
HAND TO HAND: Excellent - Uses Battleaxe
MAGIC POWER: Weak

THYRA THE VALKYRIE
ARMOUR: Shield - Excellent Defence
SHOT POWER: Weak
HAND TO HAND: Good - Uses Sword
MAGIC POWER: Average

MERLIN THE WIZARD
ARMOUR: None - Weak Defence
SHOT POWER: Good
HAND TO HAND: Weak - Uses no Weapon
MAGIC POWER: Excellent

QUESTOR THE ELF
ARMOUR: Leather Jerkin - Average Defence
SHOT POWER: Weak
HAND TO HAND: Average - Uses Dagger
MAGIC POWER: Good

Each character has their own weaknesses and strengths - decide which one suits you best. For example, if you like to back up the team, then you will be more comfortable using magic potions as either Merlin or Questor, while born leaders will do better with Thor or Thyra.

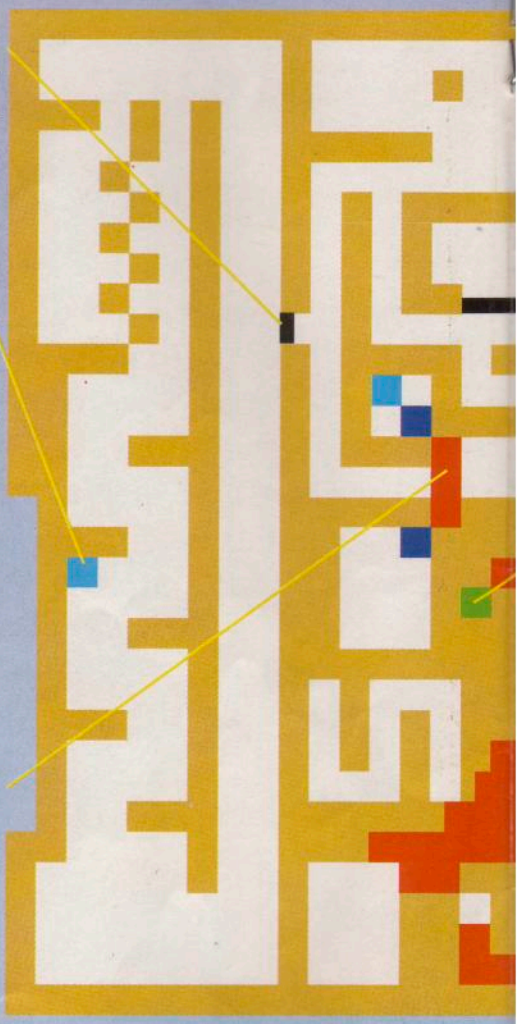
Additionally, each character has a health score which depletes every time you are shot or hurt. You can top this up with food, but it's advisable not to go rushing into fights so as to save your health.

Inside th

There are over 100 n
one springing surp
Here's a few ideas

1 Doors - To get through doors you need keys, yet there never seem to be enough around!

2 Traps - There are two styles of traps; helpful ones which will get you past blocks, and nasty ones, which release hordes of screaming monsters. Trouble is, you can't tell the difference. Life's tough sometimes.



3 Breakable blocks - Unlike the normal walls in the mazes, these blocks can be destroyed to clear a path.

Artifac
Ite

There are plenty of different items for our courageous adventurers to collect. Try out the following to help you on your way, but don't be too greedy - allow your fellow players to collect magical items if you already have one.

KEYS - Opens up doors.

FOOD/CIDER - Restores health.

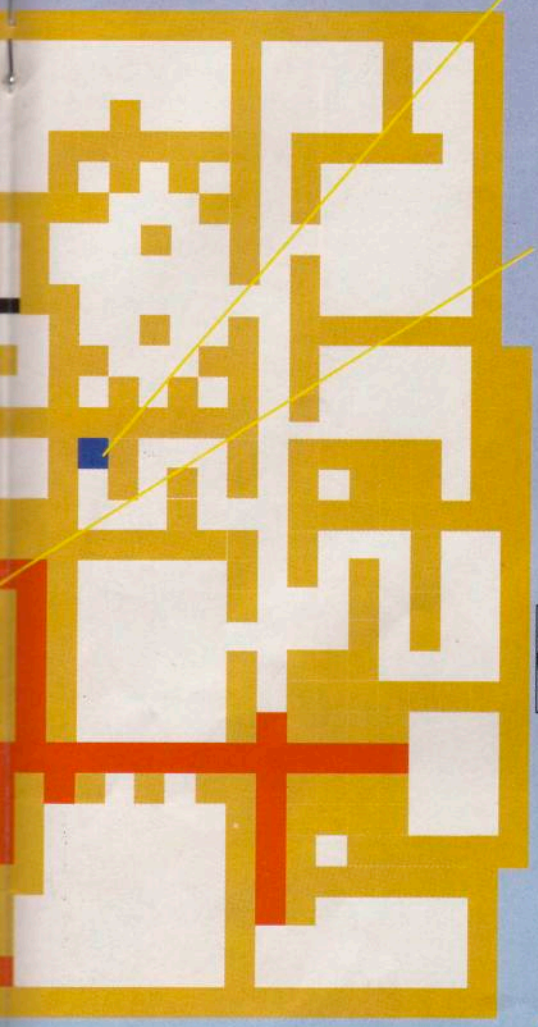
POISON CIDER - Reduces health so give it a miss.

POTIONS - Destroys monsters when used, although the effect depends on your magical power.

TREASURE - Grants bonus points.

ne Mazes

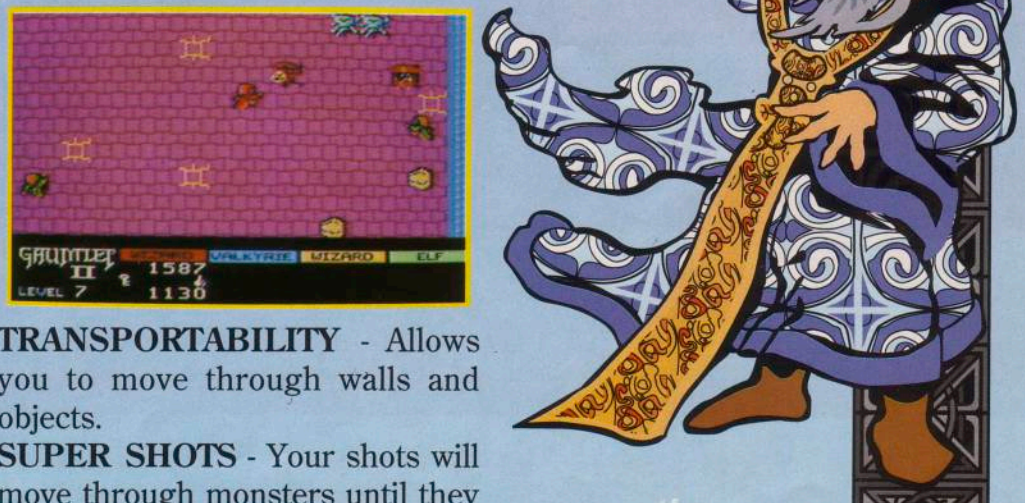
mazes in "Gauntlet II", each
prise after surprise on you.
of what to expect . . .



4 Transporters - These will teleport you to another transporter on screen - not always as helpful as it might at first seem!

5 The exit - This leads to the next maze, yet it sometimes leads to despair. Just how are you supposed to get in there?

Other tricks and traps to look out for include force fields which will seriously affect your health, moving exits, stun tiles and even dummy exits (in other words, they don't take you anywhere).



cts and
ms

AMULETS -

INVISIBILITY - Renders you invisible.

INVULNERABILITY - You can't be hurt, but your health will still decrease naturally.

REPULSIVENESS - Makes you so ugly that even the monsters run away!

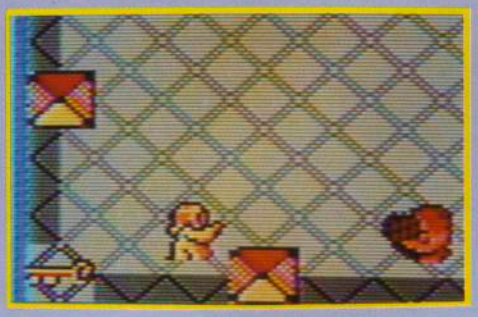
TRANSPORTABILITY - Allows you to move through walls and objects.

SUPER SHOTS - Your shots will move through monsters until they hit a wall.

REFLECTIVE SHOTS - Your shots will bounce off walls until they hit a monster

You're it!

Some mazes bring 'IT' into play - when this touches you, all of the monsters are drawn towards you. The only way to get rid of 'IT' is to touch another character and make them 'IT'!



Hurting Other Players

Under normal circumstances your shots won't have any effect on any of the other players, but on some levels you can stun or even hurt your fellow adventurers. Unless you're out to give the rest of them a hard time (shame on you!), it's best to aim your shots a little more carefully in these particular mazes.

Wandering Monsters

There are plenty of different monsters to fight off as you search for the exit. Teamwork is essential when battling these things - this isn't a game for cowards!

▲ *Monster generators - knock these out to stop too many nasties escaping.*

▶ *Ghosts - they hit you once then disappear, so shoot them from a distance.*

◀ *Demons - These horrible little things shoot fire-balls that will make you scream if they hit!*

▶ *Lobbers - Walls won't stand in the way of these little guys - they will just lob their weapons over them!*

◀ *Death - Only a magic potion can destroy Death - not even Thor can defeat him in hand-to-hand combat!*

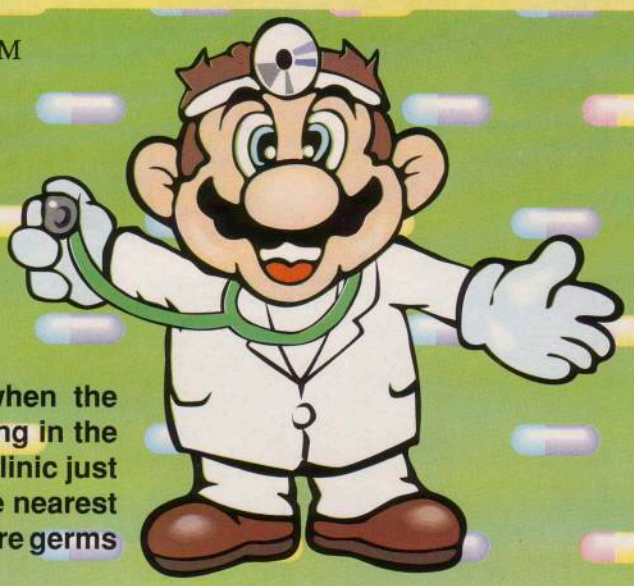
Lifting the Thrown Gauntlet

With all of those mazes awaiting, you don't want to wait too much longer. Just one more bit of advice though - should you end up without any keys, and there's a locked door facing you, just stand still for a while and see what happens . . .

Four Player Adventures

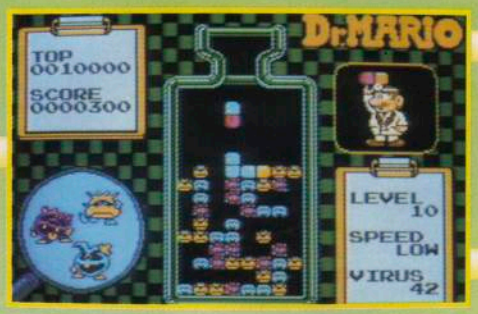
One or two players can play with just the NES and the game pak, but note that you will need the NES Four Score™ for three or four player games.

DR. MARIO™



One Quiet Day...

There I was testing some strange looking microchips when the Princess rushes in, shouting about germs rapidly multiplying in the vitamin bottles. Not waiting to hear any more, I ran into the clinic just in time to put a stop to some of the germs spilling out of the nearest bottle. But that was only the start of it. All around me, there were germs everywhere. I had to take some serious action.

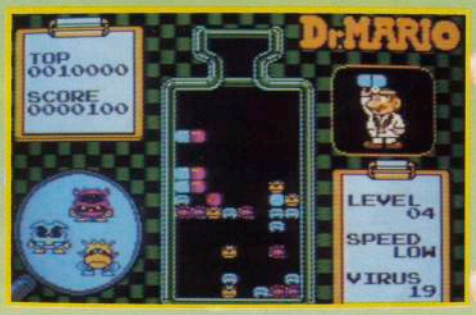


All-Out Germ Warfare!

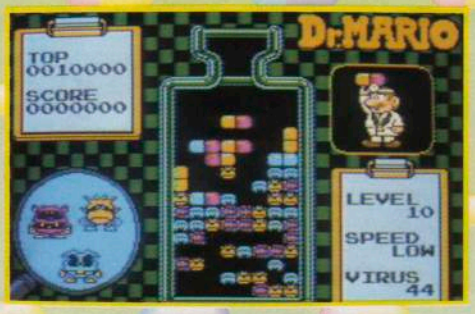
I figured out that the best way to defeat the virus was to bombard them with healthy vitamins. To do this, I had to build a line of vitamins, with the germ sandwiched in between. When the line had four vitamins and germs of the same colour in it, the whole thing would disappear. It's all a bit like "Tetris", except that this is more than a video game - it's a fight of vitamin against virus!

Controlling the Vitamin Capsule

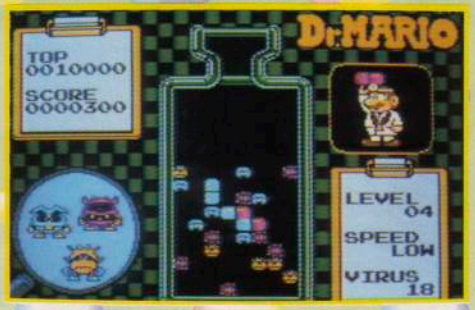
Hey, I need some help here! As I throw the capsules into the bottle, I want you to position them. Rotate them left or right, and drop them down - do whatever it takes to knock out the germs. There are also a number of special strategies that you can use during play. Try some of the following to earn both big points and the upper-hand.



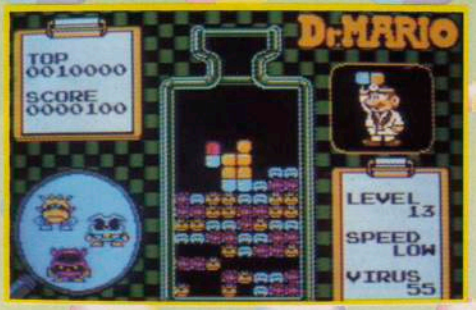
▲ *Set yourself up for a double line...*



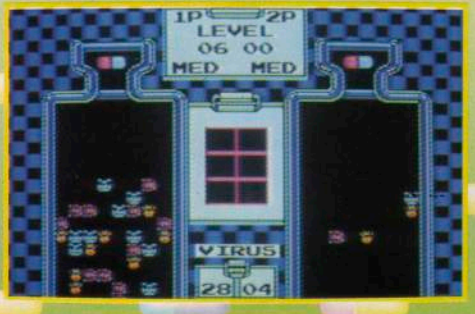
▲ *or a triple!*



▲ *Quick fingered consultants can slip capsules into the trickiest of places.*



▲ *Horizontal lines work just as well as vertical ones.*



Two Player Dr. Mario

Two players can face off in the NES version of "Dr. Mario". The screen will split down the middle (not literally!), each player having his own half. You play as normal, except the winner in this game is the one who either clears 30 lines first or who lasts the longest. You can cause problems for your opponent by building 2, 3 or more lines as this causes extra capsules to fall on his side!

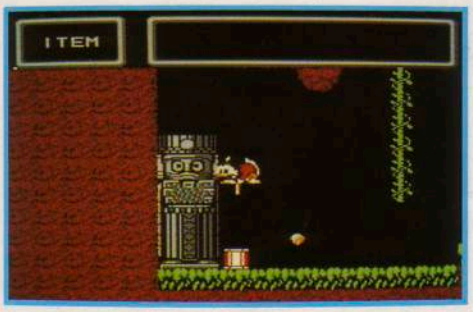
Tips and Tricks

Disney's DuckTales™

The Amazon

To find the secret room, drop down the first hole, knock the red block to the left wall, pogo on it as high as possible and push left to get on top of the roof. Continue left to the first secret room where you can collect a number of valuable items. After you've got all of that, jump on the roof, and go left again - you'll now be in another room!

The Amazon!



Transylvania

You can really build up your reserve of lives with this neat little trick. First, visit the African mines, where you will be sent back to Transylvania. Find the two extra lives and then travel back to Duckberg by going through the mirror near the start of this stage. Now visit Transylvania again, collect the extra lives which can be found in the same place, and once more back to Duckberg. Repeat the procedure until you have enough live to see you through!

The African Mines

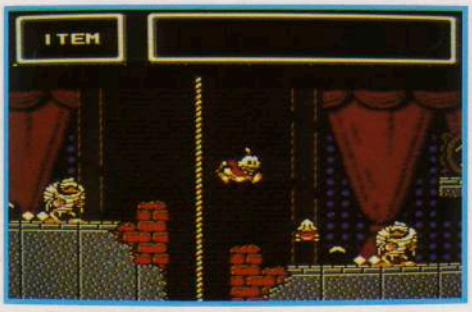
A short cut and a hidden treasure can be found just beyond your cook. Jump out into the open space with your pogo stick down, and then pogo across the pit on the green nasties that conveniently pop up. Continue to the right to get your million dollar prize!

After that, head down and then left to reach the King of the Mine!

Dynamic Disney Strategies

Uncle Scrooge may be a determined old duck but he is still going to need a great deal of help to see him safely through his adventure. Use the following secret tips to help you help him!

Bless me Bagpipes! It's an extra life!



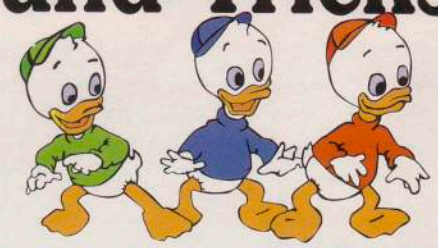
How convenient!

Praise me Pogo! It's another extra life!

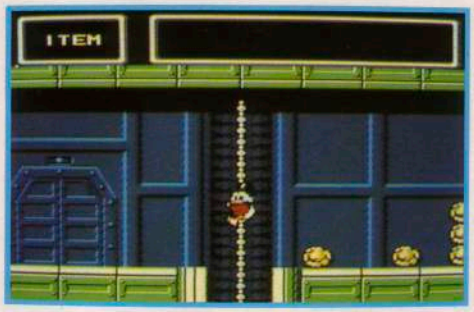
Hitting coal trucks also rewards you with treasure!

© Walt Disney Company - TM Capcom Co., Ltd.

The Moon

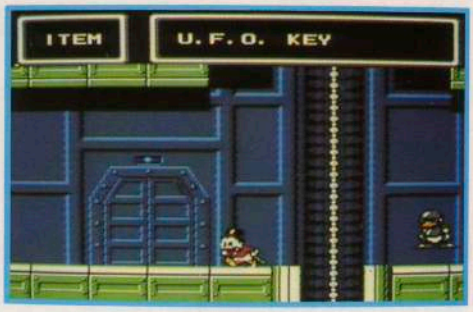


Before you can get to the main part of the moon, you have to find the remote control for Gizmo Duck. It's hidden deep in the UFO - follow the instructions to reach it ...

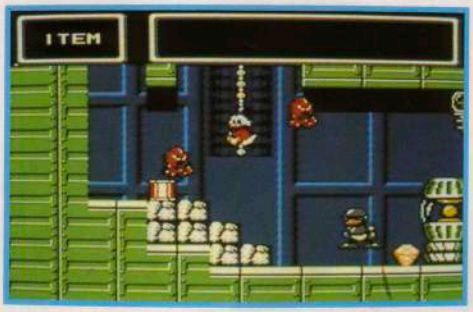


▲ Go up two screens to here.
▼ Left to the rope

▲ Up and left to the key
▼ Retrace your steps to here



▲ Go up twice to here
▼ Now through the door on the left



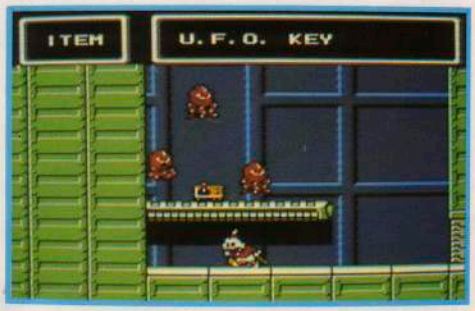
You can now travel to the right side of the Moon and get Gizmo Duck to blow away the wall blocking the path.

▼ The Remote Control!

Himalayas

Note that although you can't pogo on snow, you can still bounce on goats or rabbits, and the slippery ice. Should you get stuck in the snow, quickly press 'A' to get out.

A secret short cut can be found by going all of the way to the right, past the rope, until you reach a large dip between two chests. Jump down here for hidden treasures!



◀ Himalayas

◀ I sure am glad I packed me thermals!

Defeating End Guardians

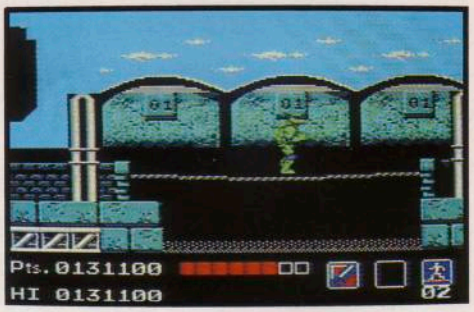
All of the guardians, no matter now big or ugly, have a vulnerability. Sometimes it's when they stop, other times when they are flying or moving. Look for the opening, and then pogo on the top of them. Repeat the procedure until they are defeated, and you're holding the Lost Treasure!

Tips from the Pros

TEENAGE MUTANT HERO TURTLES

HOW DO I USE THE ROPES?

Contrary to popular belief, you don't actually need to use the ropes on stage three - you only collect them there. Instead, you use them only on level four at the top of buildings, and they are used automatically - simply walk up to the end of the building and the NES will do the rest.



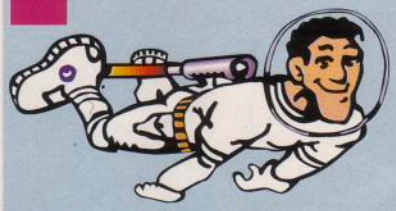
GARGOYLE'S QUEST

WHERE IS BARONE JARK'S GREMLIN STICK?

Firebrand will be able to receive a great deal of help if he returns the Gremlin Stick to Barone Jark. You can find it to the north-east of the town (across the bridge), in the big palace. Follow the path in the palace up, going left or right when need be, until you reach Four Eyes, who has an eye placed in each corner of the room. Shoot these, first concentrating on the top set, and then the bottom, and then you will find the Stick!

Now you have it, along with the formidable block-buster magic, you need to visit the Barone again. First 'Talk' to him, and then select the 'Use' command to get the desired effect.

SOLAR JETMAN



I CAN NEVER COLLECT ALL THE CRYSTALS IN THE CYBERZONE.

Although it is possible to collect all of the crystals in the Cyberzone in the Jetpod, it's much better to do it in the Jetman mode. This means destroying your pod after you've collected the Golden Warship part - don't worry, you'll get it back on the next planet! The reason for entering the zone as Jetman is to give you more control, and, hopefully, allow you to collect all the crystals!

Readers Tips & Tricks

If you've got a problem, and you can get through then call the Nintendo helpline on 0329 822662. Game Counsellors man the line from 12pm until 8pm every weekday , and also on Saturdays from 9am 'til 3pm.

Also, if you have any tips for Nintendo's games then share them with thousands of other readers by sending them to the following address:

Readers Tips,
Club Nintendo,
PO Box 104,
Fareham,
Hants, PO16 8UR

Robocop

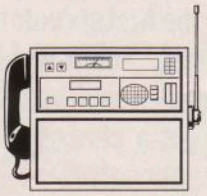
When you reach ED 209 on the 4th level, the way to defeat him is to shoot with the Auto-g when the gun flashes. This will reduce his energy slowly but surely.

Matthew Dunne (13)
UK

Metal Gear

After you have been captured and you then regain your equipment, you will find a transmitter has been planted on you. This is a kind of bug which allows the enemy to track you, get rid of it by selecting it and pressing the A button.

Richard Tibbitt
UK



Wizards and Warriors - Fortress of Fear (Game Boy)

When you start, go to the left instead of the right and you will find an extra life.

Patrick Beks
Holland

Bubble Bobble

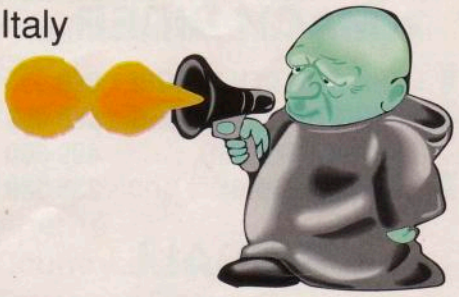
Once you have captured all of the enemies in bubbles, don't destroy them. Instead, shoot lots of bubbles and then destroy the enemies. Every bubble will then turn into a bonus item!

Tim Verhaegen
Belgium

Fester's Quest

To destroy the UFO base first drink an invisible potion and then whip the machine gun on the lower left side. When you have blown that up, move all of the way to the right and bomb the upper right of the computer. Once you have done that, the game will be completed!

Davide Aru
Italy



Double Dragon

For a really effective knee kick, press up-right or up-left (depending on the direction of the kick), and then jump. It may take some time to master, yet it can be done at any time during the game once you have.

Yves Vivieux
France

Scores of Fun

BATMAN

HERJO VAN EERTEN	641 200
JEAN-LOUIS FLOQUET	506 500
JAMIE LOVE	322 400
JULIO C. G. ANGULO	212 300

BUBBLE BOBBLE

ANDREA TREVISAN	1 762 490
CATALINA BLASCO	1 039 500

GOLF

FLAVIO BISSIG	-21
STEVE CHERING	-18

GRADIUS

ANJA DRIEBERGEN	7 432 800
MARC LYNCH	5 626 400
ANGELO CERATTI	3 954 175
PETER ROTH	2 654 100
STACY LYNCH	2 225 200

LIFE FORCE

HANS BRUIJNCKX	1 222 500

KUNG FU

STEFFEN V. D. BOSCH	2 110 070
JEREMY LAFFON	554 330
STEFAN GULTEKIN	506 670

MACH RIDER

KRIS VAN DEN BERGHE	999 990
CHRISTOPHE MORENO	886 650
BEREND SCHMID	499 860
FILIP BULTINCK	235 180

PINBALL

GIANCO SOOLARI	999 140

PINBOT

BEN BOUTER	16 416 330
RETO KUNZLER	12 739 650

RC PRO-AM

MATTHEW CRIBB	575 566
SALVATO SICHE	335 840
PHILIPPE DEHOUCK	335 385
PAUL LEYS	333 160
CHRISTIAN ROMAGNOLI	279 864
FRANCESCO SANSONE	262 923

RUSH N ATTACK

NIKIAS DE FEYTER	4 988 000
BARRY ALDRIDGE	1 273 900
ANTONELLO MARUOTTI	946 800

SNAKE RATTLE AND ROLL

KRIS WADE	532 300

TETRIS

ALEJANDRO G. RABADAN	310 411
JEROME JESSIN	219 572
MARK ROBERTS	196 703
TIM PEETERS	92 162

TMHT

ARIEN MOOR	7 778 700
L. V. GROOT-BATTAVE	1 501 300
GREGORY VERHULST	1 032 800

WIZARDS AND WARRIORS

MAXIMILIEN THIBAUT	999 999
NICOLE VAN HAAFTEN	803 590
FRANCESCO PELLEGRINO	593 105

There you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores of Fun, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR, England.

Top Ten

1 SUPER MARIO BROS 2
2 TEENAGE MUTANT HERO TURTLES
3 SUPER MARIO BROS
4 LINK
5 ZELDA
6 DOUBLE DRAGON II
7 BATMAN
8 MEGA MAN
9 CASTLEVANIA
10 SIMON'S QUEST

There was a strong challenge from the heroes in a half shell in this issue's Top Ten, yet "Super Mario Bros 2" still proves the firm favourite with the hundreds of thousands of Club Nintendo readers (either that or Luigi's been fixing the votes!). Another popular hero, Link, also holds his own against some of the great new games, showing just the sort of appeal and longevity of his two games!

If you wish to vote for your favourite games in our Top Ten, simply write them down in order of preference and send them to Luigi's Top Ten at the normal Club Nintendo address.

As an extra bonus we will be preparing some extra special Nintendo prizes for the first six voters who we pull out of a hat. There will be a pretty exclusive gift in each one, so make sure you have got a chance of winning by entering your votes!

Player Profiles

Name: Barry Cuthbertson
Age: 12
Country: UK
Favourite Games: TMHT, Simon's Quest, Bubble Bobble
Accomplishments: Completing SMB in one life without warps
Hobbies: Playing on the NES, reading books, writing stories.
Ambitions: To be a pilot, go abseiling, parachute jump or better still, become a games counsellor!

Name: Susana Oalo
Age: 11
Country: Spain
Favourite Games: SMB, Tennis, Pinball
Accomplishments: Reaching 4th stage of Top Gun
Hobbies: Playing on the NES, also music, volleyball and basketball.
Ambitions: To design games (when I grow up of course!)

Name: Marcus Pribyl
Country: Austria
Favourite Games: Track and Field II, Kid Icarus, SMB, TMHT
Accomplishments: Finishing Kid Icarus twice
Hobbies: Playing on the NES
Ambitions: To carry on playing the NES

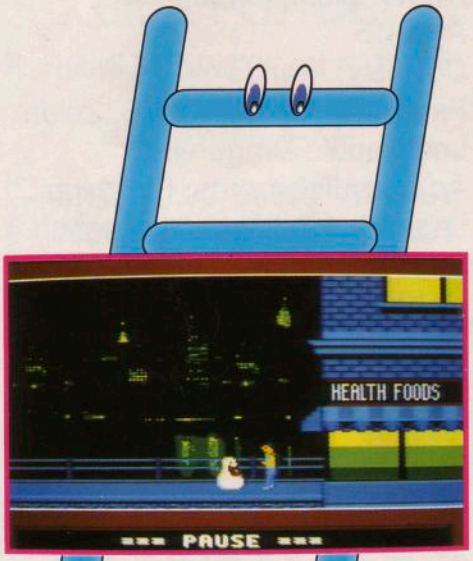
Name: Alban Lemonnier
Age: 15
Country: France
Favourite Games: SMB, Zelda and Double Dragon II
Accomplishments: Finishing Legend of Zelda in 0 lives, and Double Dragon II in 3 days
Hobbies: Playing on the NES.
Ambitions: To beat my Dad at SMB

Name: Andrea Giaupietro
Age: 11
Country: Italy
Favourite Games: Soccer, TMHT, Double Dragon II
Accomplishments: Beating level 5 of Soccer 9 - 0
Hobbies: Playing soccer, going fishing and skiing
Ambitions: To beat Mario NES Game Paks

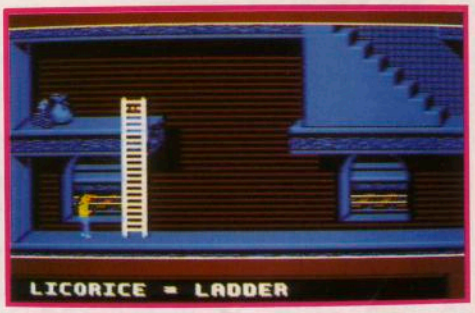
Name: Mario Busso Lotto
Age: 15
Country: Belgium
Favourite Games: SMB 1 and 2, Zelda 1 and 2, Batman
Accomplishments: Completing SMB 2 in 5 days
Ambitions: To design NES games

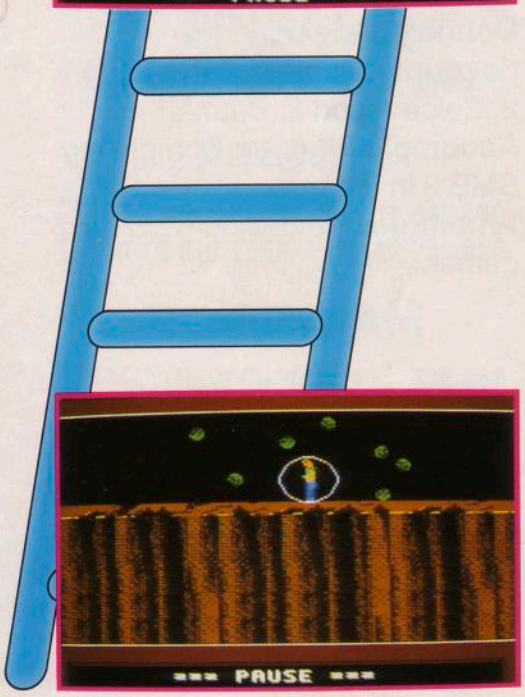
A BOY AND HIS BLOB

When it comes to humour and playability, you can't beat Nintendo Game Paks. First came "Rad Gravity", and now there's "A Boy and his Blob", a fantastic adventure that combines arcade action with ultra-fast thinking!



The idea is to help Blob save his homeworld. This will take you on a magical journey through the New York sewers (!) to the strange lands of Blobolonia. It isn't easy travelling through the game, so, to help you, there is an endless supply of jellybeans. When you feed one of these to Blob, he will change into a useful item, such as a bridge, a hole, or even a Rocket Ship!





"A Boy and his Blob" is another absorbing game that will keep you glued to your screens for hours. You will be able to travel the full distance of Blobolonia in a future issue - don't get left behind!

Shadowgate™

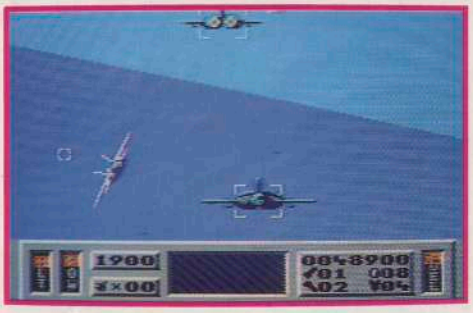
Enter the exciting world of "Shadowgate", a great new Game Pak that takes basic ideas from home computer adventure games and transforms them on to the NES in glorious style!

You guide your character around the castle of "Shadowgate" using the written commands on screen. There's no fighting to be done here - all of the action takes place inside of your head, with bright and detailed graphics pointing the way. Puzzles and mysteries confront you at every turn, and it will take some time before you are on your way to defeating the Warlocklord. Even getting inside his castle is a problem!

"Shadowgate" is a unique kind of game, yet still offers a wealth of fun and excitement. Look out for a full review in a future issue.

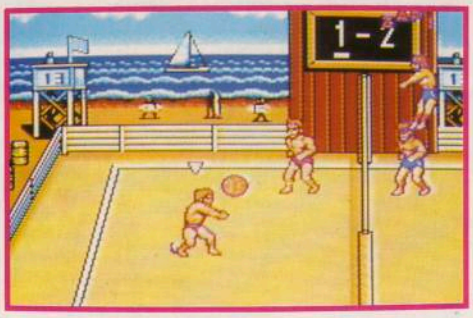
Captain Skyhawk

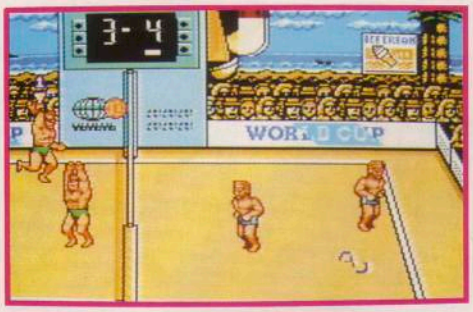
Take to the skies as futuristic hero, Captain Skyhawk, and enter the enemy bases that others have refused to visit! This Game Pak not only offers thrilling action, but also smooth, fast flowing graphics that really jump out of the screen!

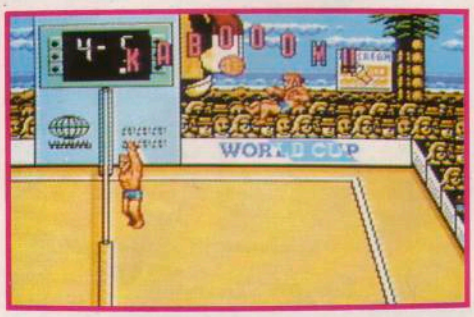


As Captain Skyhawk you will be offered missions that only you can fulfill. Shoot down enemy planes, drop supplies to Resistance leaders or blow up intelligence bases - it is all in a day's work for the courageous captain! Once your mission is completed, you must guide your aircraft into a waiting space-station to buy new weapons and receive a new mission.

"Captain Skyhawk" is great - interesting missions, daring action along with the luscious graphics make this something really special. It challenges and frustrates throughout, making it a worthy addition to everyone's collection!





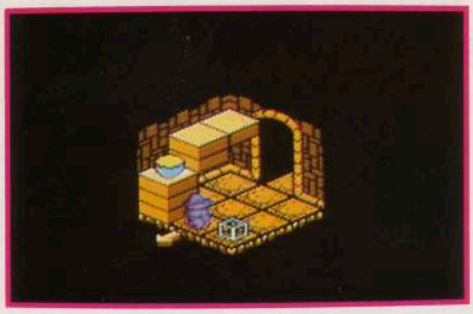


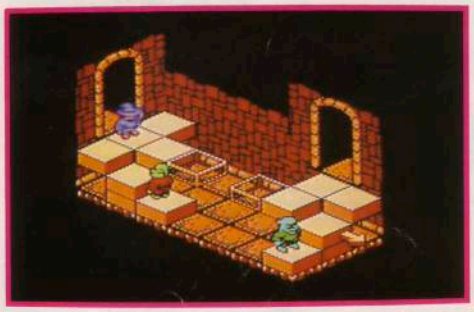
SUPERSPIKE V'BALL™

Sandspikin' fans have never had it so good! The next four player sports extravaganza to hit the shelves will be Superspike Volleyball which will have you serving, blocking and spiking well into the twilight hours!

You can choose from four sets of volleyball champs, each with their own distinct playing styles, and then you are able to enter either the US or World Championships. "Superspike V'Ball" follows the real thing pretty closely, with a few exceptions, and it's really great play, even alone. Learn the Superspike to knock out your opponent's defences, but you had better learn the counter-move too, just in case the other team has similar ideas!

Obviously, "Superspike V'Ball" really comes into its own with two or more players (remember that three or four player games can only be achieved with the NES Four Score™). The excitement really mounts up as you fly all over the sand to hit the ball up for a spike!





Solstice

The Quest for the Staff of Demnos

Enter the forbidden Kastlerock as the heroic Shadax, sworn to save Princess Eleanor. Without your help, though, his bravery will only lead to certain death ...

"Solstice" is an exciting new Game Pak for your NES, and features the best three dimensional graphics that we have ever seen. They are both colourful and detailed, and allow for a clear perspective.

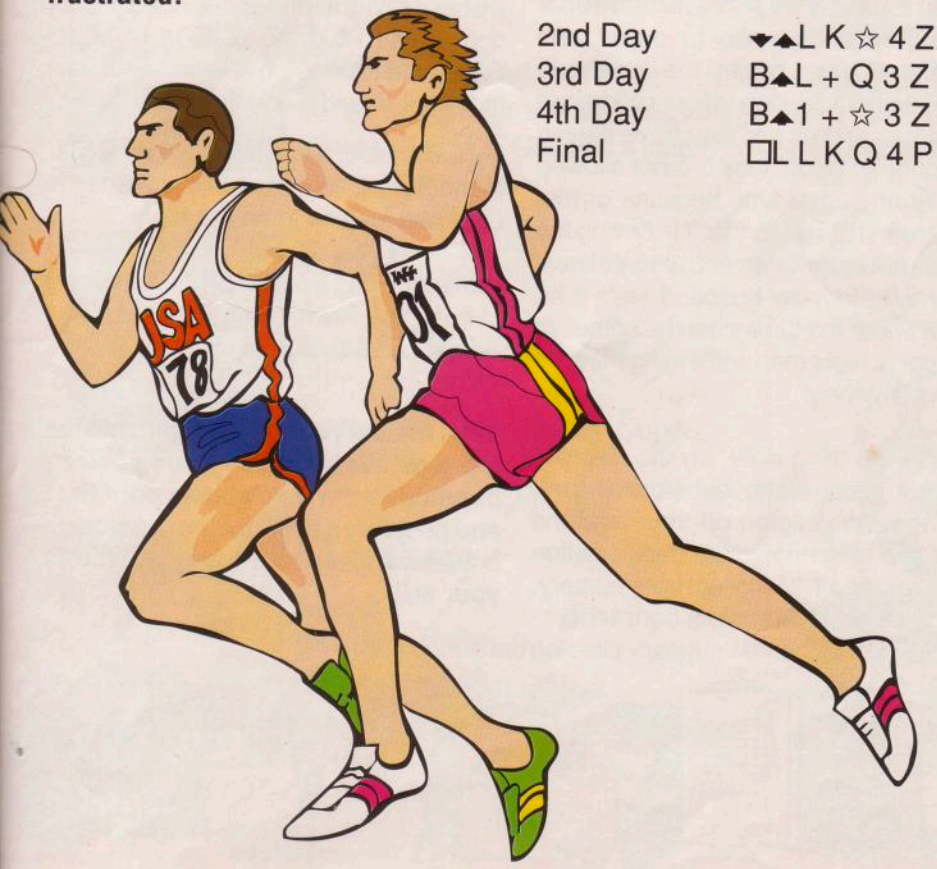
That isn't all that this game has to offer, though. Over 250 rooms await any intrepid adventurer, along with dozens of magical monsters plus a variety of puzzles to solve, and items to collect and use.

"Solstice" is both challenging and fun - it constantly baffles and intrigues throughout! It's kept us really busy at Club Nintendo, and we reckon that you are going to have just as much fun searching for the Staff of Demons as we have!

TRACK & FIELD II

Way back in the Club Classic Magazine, we printed a list of codes for the athletic Game Pak, Track and Field II. Unfortunately, the printing press wasn't having one of its better days, and, instead of giving you a list of workable codes, it ended up printing a list of nonsense.

However, we have managed to deal with the little menace, and we can now present a correct list of codes. These replace those found in the previous issue of the Club Classic Magazine - if you try using them, you will only end up becoming extremely frustrated!



U.S.A.

2nd Day	◆L L + ☆ 4 Z □❤
3rd Day	ML L + Q 3 Z V ▶
4th Day	◆L L + ☆ 3 Z V ❤
Final	P R L + Q 4 P □❤

FRANCE

2nd Day	2 R 1 + ☆ 4 Z G G
3rd Day	▶R L K Q 3 Z D G
4th Day	2 H 1 + ☆ 3 Z G G
Final	▶R 1 K Q 4 P G G

CHINA

2nd Day	G R 1 + ☆ 4 Z L G
3rd Day	D H 1 + Q 3 Z L G
4th Day	D H 1 + ☆ 3 Z 1 G
Final	G H L K Q 4 P 1❤

U.S.S.R

2nd Day	Z 1 1 + ☆ 4 Z 5 G
3rd Day	Z L 1 + Q 3 Z W❤
4th Day	P 1 1 K ☆ 3 Z W G
Final	P 1 1 K Q 4 P 5 G

W. GERMANY

2nd Day	V H 1 + ☆ 4 Z ▶❤
3rd Day	□H L + Q 3 Z ▶▶
4th Day	V R L + ☆ 3 Z 2 G
Final	V H L + Q 4 P 2❤

KOREA

2nd Day	T R L K ☆ 4 Z N G
3rd Day	T H 1 + Q 3 Z▲G
4th Day	T H 1 + ☆ 3 Z N G
Final	❤H L + Q 4 P ▲❤

U.K.

2nd Day	▼▲L K ☆ 4 Z T❤
3rd Day	B▲L + Q 3 Z T❤
4th Day	B▲1 + ☆ 3 Z T Q
Final	□L L K Q 4 P T❤

CANADA

2nd Day	G L L K ☆ 4 Z R❤
3rd Day	▲R L + Q 3 Z H G
4th Day	N H L K ☆ 3 Z H G
Final	N R 1 + Q 4 P H G

KENYA

2nd Day	N 1 1 K ☆ 4 Z K G
3rd Day	▲L L K Q 3 Z + G
4th Day	▲L 1 + ☆ 3 Z K G
Final	▲1 L K Q 4 P K G

JAPAN

2nd Day	1 1 1 + ☆ 4 Z X G
3rd Day	1 1 1 + Q 3 Z X G
4th Day	1 L L + ☆ 3 Z 6❤
Final	1 1 L K Q 4 P X G

Mailbag

The Editor,
Club Nintendo,
P.O. Box 104,
Fareham,
Hants, PO16 8UR

Mum's the word!

Dear Editor,
I am writing about your new hotline hours. I think it's a pity you end at 8 pm as most people are just settling down to play in the evenings around 7.30 and say by 9 pm are in need of assistance. Also not being open on Saturdays is the worst decision you ever made! Why did you do this?

Also what about all those mistakes in the magazine? The Zelda II map being linked to the wrong castle name in Volume 2, 1990, Issue 4, and the wrong code for Mike Tysons' Punch Out - in the text one thing, by the picture another, in one of the other magazines. Don't get me wrong I love the magazine and also playing the games (I am an over-21 housewife with three boys and we all sit glued to the TV!). Of course my 14 year old wants to be a Games-counsellor. (Actually I wouldn't mind working as secretary in your offices!). One thing I want to know, I love Zelda I. I can complete it in 0 lives now and am always going back to it. Are there any other games just like that? This game is just my style and I long for another one the same - Link II is OK but it hasn't got what Zelda I has.

Keep up the good work, maybe I'll send up my picture to the Player Profiles!
Best wishes.
Sincerely
Sue Gillon
London

Thanks for the letter 'Mum'! You'll be pleased to hear that the Helplines have now been re-opened on Saturdays, so you won't be constantly tearing your hair out at the weekends any more! As for our deliberate mistakes, well, you weren't the only one to notice . . .

There are a few similar games to the Legend of Zelda, although it would be very difficult to surpass such a classic. Why not check out Metal Gear, Fester's Quest, Gremlins 2 or Simon's Quest, for another challenge?
We're looking forward to your profile...

Girls just want to have fun

Dear Editor,
I am a 13-year-old girl and enjoy playing on my Nintendo.

What I'm fed up with is all you boys saying 'Oh girls can't play on the Nintendo, they muck it up, etc, etc.' It really gets me down.

So come on boys give us girls a chance!

Alex McIlvenna
Stroud,
Glos

Quite right too! The NES and Game Boy can be used by anyone, and it's not necessarily the lads who are the best at playing games. Keep on playing Alex, and ignore the boys who reckon that the NES isn't for the girls. The best way to keep them quiet is to slaughter their high scores! Good luck!

The worm has turned...

Dear Sirs,
I feel in this five-minute break from Super Mario I must put pen to paper and complain!! We bought the Nintendo Entertainment System for our children at Christmas and as yet they have played only once or twice, they are not allowed on it at any other time because of me, their Mother!!! To say that it is driving me crazy is an understatement, I cannot leave it alone, in fact my husband says if he doesn't hear the tune when he comes in the door at night then something must be seriously wrong!

I am on this thing daily, my life revolves around it. I clean the house before nursery, drop the two children off there and the other two to school, dash back - coffee and Mario till 11.25, collect from nursery, lunch - Mario - 3.30 collect from school - tea - Mario - bathtime - supper - children to bed - Mario - break (on hold) for Coronation Street - Mario and still I can't find the dragon on World 8. But I will!!!

Well, I've wasted enough time writing, world 6 awaits! What more can I say, thank you (I think).

Yours faithfully,
Gill Savory
Mario crazy, dragon frustrated, 33-year-old mother of 4.

What I want to know is what your husband, who you add is into 'submarine and helicopter games', does while you're playing Mario. Is he banished to the kitchen? Made to walk the dog (or in a moment of desperation, the goldfish)? Oh well. Stranger things have happened. Any other mothers prepared to come out of the closet?

These are a few of my favourite things...

Dear Luigi,
My favourite game of all time is Super Mario Bros. I have nearly reached the end of the game, and so has by brother - we have saved all of the princesses except one. I also liked the cartoon of Mario Bros. when it was on television - it was really good, and it had the same music.

My next favourite game would be Super Mario Bros. 2 - my favourite character is Luigi because he jumps so high!

I have included a poster of Mario jumping - I hope you like it.
Jessica Turner (age 12)
Wilts

Luigi thanks you for the letter, and the top five. We also like your poster - hopefully we will be able to print that, and possibly a load of other artwork in a "Readers' Art" feature, so send in your art!

ANNOUNCING THE FIRST OF MANY!

Membership Prize Draw

Is your number - UK0011714 contact us now to see what you've won!!!!

Club Nintendo NEWS

CONSUMER ADVICE

PLEASE ENSURE THAT YOU ONLY BUY UK HARDWARE AND SOFTWARE FOR NES SYSTEMS. FOREIGN HARDWARE AND SOFTWARE WILL NOT RUN ON THE UK TELEVISION SYSTEM.

And you kids thought it was just you with game play queries!

Dear Editor,

I am writing, firstly to thank you for all the enjoyment I have had and still having, from playing Nintendo, although we originally purchased the game for my son who is 8 years old. I appear to still be the big kid ozf the family (12 going on 35 years old).

I filled the membership in my name and now my son wishes to join also (card enclose) . . . But! we have a problem, when I originally joined, you sent your magazines in sequence, then for some unknown reason I did not receive copies in numerical order, and with buying ZELDA and SUPER MARIO Bros 2 my wife is going off me through premature hair loss, due to me not having help in getting to the next stages. I am sure you would not like me to sue you for what may lead to divorce proceedings, so would it be possible for you to supply me with back copies of your Nintendo Magazine (as without them I am truly Useless).

The Copies I have received from you are as follows:

No. 1 Top Gun on cover

No. 2 Super Mario Bros 2 on cover

No. 3 Zelda on cover

Volume 2 issue 3. Simons Quest on cover.

AND THAT'S IT!...So I hope you can seen my problem.

One reason that we thought that we may not have received copies, is due to us moving house October last year, but we have had the post diverted and still nothing came.

PLEASE HELP, or send address for a good reputable wig supplier, and don't forget to give me your solicitor's address.

FRANTICALLY YOURS

M. A. THOMAS

COMIC RELIEF!

Did you raise money with your Nintendo for Comic Relief? We'd like to know. Drop us a line.

Please welcome our new game counsellors

Clayton

Age: 18

Hobbies: Driving, Football (Liverpool), Films, Rallying, Viz!

Favourite NES Games: Skate or Die

Keith

Age: 18

Hobbies: Sailing, Motor Cycling, Films, Viz!

Favourite NES Games: Super Mario Bros.

Matthew

Age: 22

Hobbies: Football (Derby County), Sports, Quizzes

Favourite NES Games: Track and Field II

Mario helps hospital

THE ROYAL MARSDEN HOSPITAL
LONDON & SURREY
DOWNS ROAD
SUTTON, SURREY SM2 5PT

21 February, 1991

Dear Ms Kennard

I am writing on behalf of the patients and staff on Princess Chula Ward to thank you for the Deluxe Games console, several games and books and magazines you so kindly donated to the Ward.

The thought is much appreciated by us all and the games will be especially enjoyed by the children.

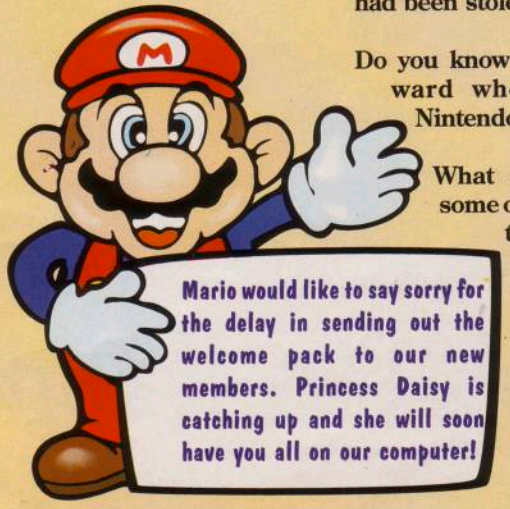
Thank you for thinking of us.

Yours sincerely
K. A. WRIGHT
p.p. Jenny Thompson
Paediatric Services Manager

Club Nintendo were happy to help when we received a request from the Royal Marsden Hospital to replace items that had been stolen.

Do you know of any hospital ward where they play Nintendo?

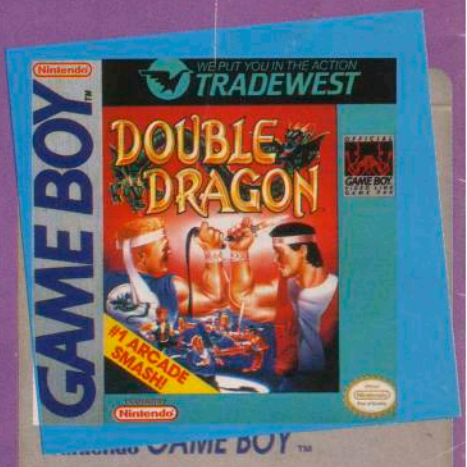
What about donating some of your old games to them?

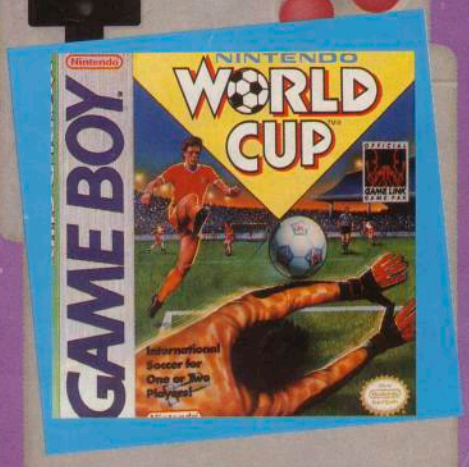

Mario would like to say sorry for the delay in sending out the welcome pack to our new members. Princess Daisy is catching up and she will soon have you all on our computer!

MORE PORTABLE POWER

Nintendo GAME BOY™

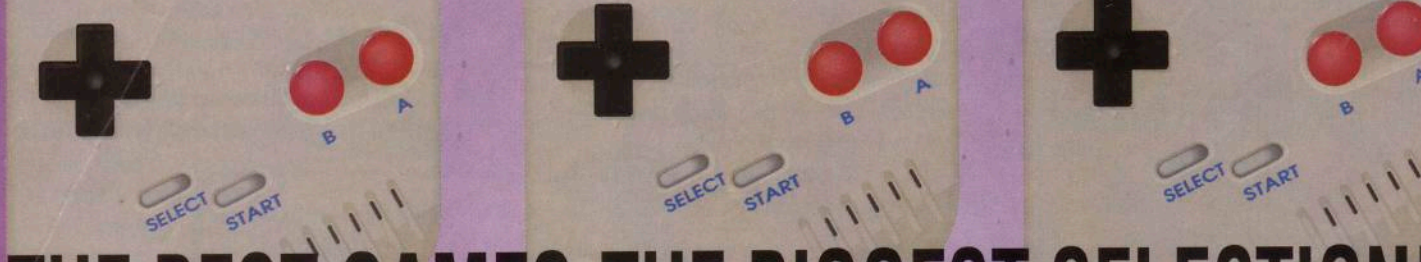
Nintendo GAME BOY™





Nintendo GAME BOY™

Nintendo GAME BOY™



THE BEST GAMES-THE BIGGEST SELECTION!

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